SPYTREK ADVENTURE

AUTHOR: Peter Torrance.

Setting the Scene

9 a.m. Secret Spybase, London.
Top Secret letter:
As our top spy and ace secret agent, the government in their infinite wisdom have decided to give you this urgent mission.

Bad News

2 weeks ago one of our best agents was killed whilst trying to bring back some SECRET PLANS into Britain. It seems however, that he managed to hide the plans "somewhere" in Europe, when he realised his life was in danger.

Bad News

Your extremely dangerous mission is to FIND THOSE PLANS AT ANY COST!

Bad News

In order to try and throw the enemy off your trail, we have decided to "STAGE" YOUR DEATH! and give you a new identity.
Your new name is "MIKE RODOT".

Question?

Is there any good news?

Answer

Yes, you can have fun doing the whole mission without even leaving the comfort of your home computer!

Playing the Game

SPYTREK – At last, a truly original and amusing adventure featuring colourful high res' graphics and brain teasing problems for you to overcome!
The Adventure begins with you lying flat in a COFFIN! But later you will find yourself in an AEROPLANE, a mountain CABLE-CAR and even punting a GONDOLA along a VENICE CANAL!

Playing Instructions

To move around and perform any actions in the game, you must enter instructions in the form of sentences.

"Spytrek" has a large vocabulary and is very flexible in understanding your commands. i.e.:

Simple commands:
"NORTH" moves you north. "EXAMINE THE TRAMP" will give you a closer look at the tramp, etc.

More complex commands:
"TAKE THE PILL AND SWALLOW IT". or perhaps "TAKE THE WIG, WEAR IT THEN ENTER THE HOLE".

Sentences may be strung together using "AND", "THEN" or simply a comma ",". Note that the game will automatically interpret "IT" as meaning the last noun you typed. i.e.: In the above example – The WIG.

During your mission you will meet some other mostly helpful characters. Try communicating with them by asking or talking to them. 1.e. – "TALK TO THE DRIVER" or maybe if you can't do something yourself, ask one of the characters to do it for you! Typing "HELP" may sometimes give a useful clue. Typing "WORDS" will switch graphics off. "PICTURES" will turn them back on. Note that you do not need to type the "speech marks" when entering commands.

Above all have fun and try to imagine that you are really there . . . But then you ARE! . . .

Loading Instructions

1) CPC 464 users

a) Make sure tape is fully rewound. b) Press **CRTL** and small **ENTER** key.
c) Press **PLAY** on the tape recorder. d) Press any key and the game will load.

2) CPC 6128,664 & 464 Users with Disc Drive attached.

TAPE

a) Type :tape and press **ENTER**.
(The : symbol is produced by holding **SHIFT** & typing the "@" key immediately
to the right of the letter **"P"**).
b) Proceed as in (1) above.